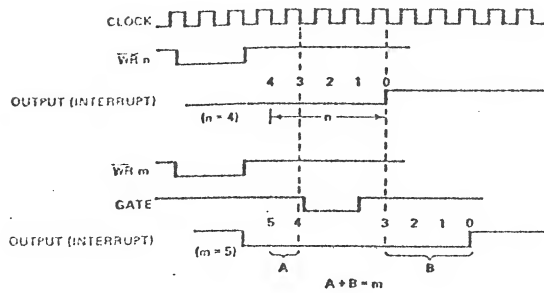
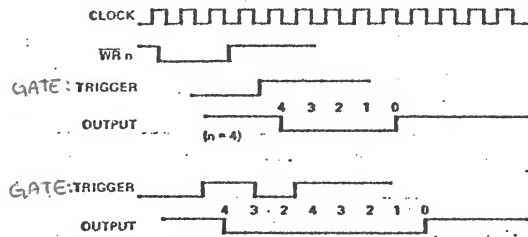


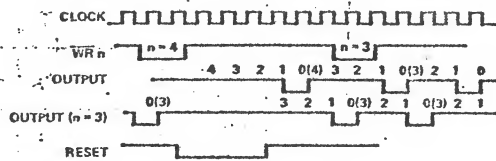
## MODE 0



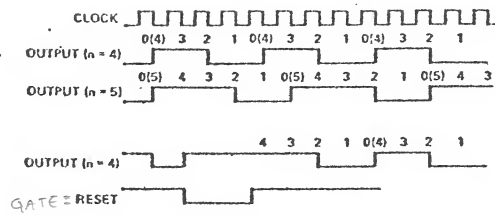
## MODE 1



## MODE 2

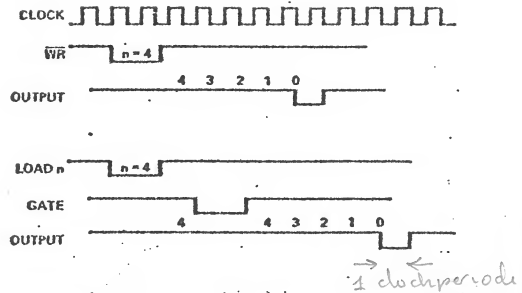


## MODE 3 blokgeffen.



## MODE 4

software triggered strobe.



## MODE 5

hardware trig. strobe.

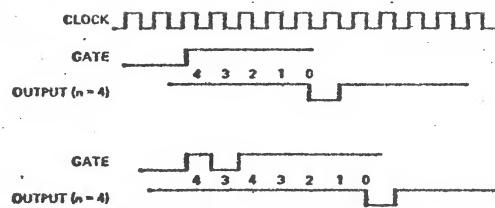


Figure 5. 8253 Timing Diagrams

## LEZEN/SCHRIJVEN VAN TIM/CO.

CS	RD	WR	A <sub>1</sub>	A <sub>0</sub>	PENNEN AAN RD/WR LOGIC
0	1	0	0	0	Load Counter No. 0
0	1	0	0	1	Load Counter No. 1
0	1	0	1	0	Load Counter No. 2
0	1	0	1	1	Write Mode Word
0	0	1	0	0	Read Counter No. 0
0	0	1	0	1	Read Counter No. 1
0	0	1	1	0	Read Counter No. 2
0	0	1	1	1	No-Operation 3-State
1	X	X	X	X	Disable 3-State
0	1	1	X	X	No-Operation 3-State

## M — MODE:

M2	M1	M0	Mode
0	0	0	Mode 0
0	0	1	Mode 1
X	1	0	Mode 2
X	1	1	Mode 3
1	0	0	Mode 4
1	0	1	Mode 5

telt 1x af, tijdens aftellen  
is output laag.  
progr. one-shot  
rate generator.

## BCD:

0	Binary Counter 16-bits
1	Binary Coded Decimal (BCD) Counter (4 Decades)

## Control Word Format

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
SC1	SC0	RL1	RL0	M2	M1	M0	BCD

## Definition of Control

SC — Select Counter:

SC1	SC0	Select Counter
0	0	Select Counter 0
0	1	Select Counter 1
1	0	Select Counter 2
1	1	Illegal

RL — Read/Load:

RL1	RL0	Operation
0	0	Counter Latching operation (see READ/WRITE Procedure Section)
1	0	Read/Load most significant byte only.
0	1	Read/Load least significant byte only.
1	1	Read/Load least significant byte first, then most significant byte.